

WHAT IS CLAIMED IS:

1. An image processing apparatus that outputs image data for representing a water surface in virtual space, said apparatus comprising:

land object generating means for generating a land  
5 object representing a land portion;

water surface object generating means for generating a water surface object representing a water surface portion that is larger than a water surface area to be displayed and has an undulating shape fixed to a predetermined area;

10 object placing means for determining a place position of each object so that said water surface object meets said land object in a portion of said predetermined area;

object moving means for moving the place position of said water surface object so that said portion meeting with said  
15 land object is changed within said predetermined area; and

image data outputting means for outputting the image data for representing the virtual space with each placed object.

2. The image processing apparatus according to claim 1, wherein

said object moving means moves the place position of said water surface object so that said water surface object makes  
5 a linearly or curved, reciprocating motion.

3. The image processing apparatus according to claim  
1, wherein

said object moving means moves the place position of  
said water surface object so that said water surface object makes  
5 a circular motion or an elliptical motion.

4. The image processing apparatus according claim 1,  
wherein

said water surface object has a flat surface on a  
portion except said predetermined area, the portion not meeting  
5 with said land object.

5. The image processing apparatus according to claim  
1, wherein

when a pattern is pasted on a surface of said water  
surface object,

5 said object moving means moves a pasting position of  
the pattern in a direction reverse to a direction of moving said  
water surface object by an amount equal to an amount thereof.

6. An image processing program for executing, on a  
computer, a procedure of outputting image data for representing  
a water surface in virtual space, said program comprising:

a land object generating step of generating a land

5 object representing a land portion;

a water surface object generating step of generating the water surface object representing a water surface portion that is larger than a water surface area to be displayed and has an undulating shape fixed to a predetermined area;

10 a determining step of determining a place position of each object so that said water surface object meets said land object in a portion of said predetermined area;

15 a moving step of moving the place position of said water surface object so that said a portion meeting with said land object is changed within said predetermined area; and

an outputting step of outputting the image data for representing the virtual space with each placed object.

7. The image processing program according to claim 6, wherein

said moving step moves the place position of said water surface object so that said water surface object makes a linearly or curved, reciprocating motion.

8. The image processing program according to claim 6, wherein

said moving step moves the place position of said water surface object so that said water surface object makes a circular motion or an elliptical motion.

9. The image processing program according to claim 6,  
wherein,

said water surface object has a flat surface on a  
portion except said predetermined area, the portion not meeting  
5 with said land object.

10. The image processing program according to claim  
6, wherein

when a pattern is pasted on a surface of said water  
surface object,

5 said moving step moves a pasting position of the pattern  
in a direction reverse to a direction of moving said water surface  
object by an amount equal to an amount thereof.